Institutionalization of UX An Object Oriented Approach



Human Factors International, Inc.

We Help Make Companies User-Centric



Prepared by:

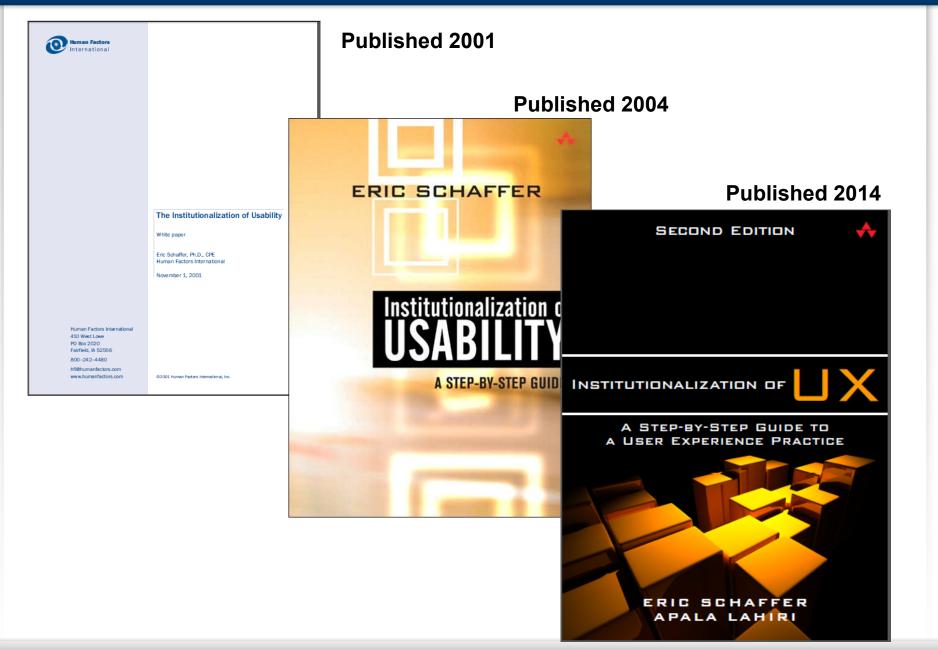
Eric M. Schaffer PhD CUA CXA CPE CEO and Head of HFI Laboratories







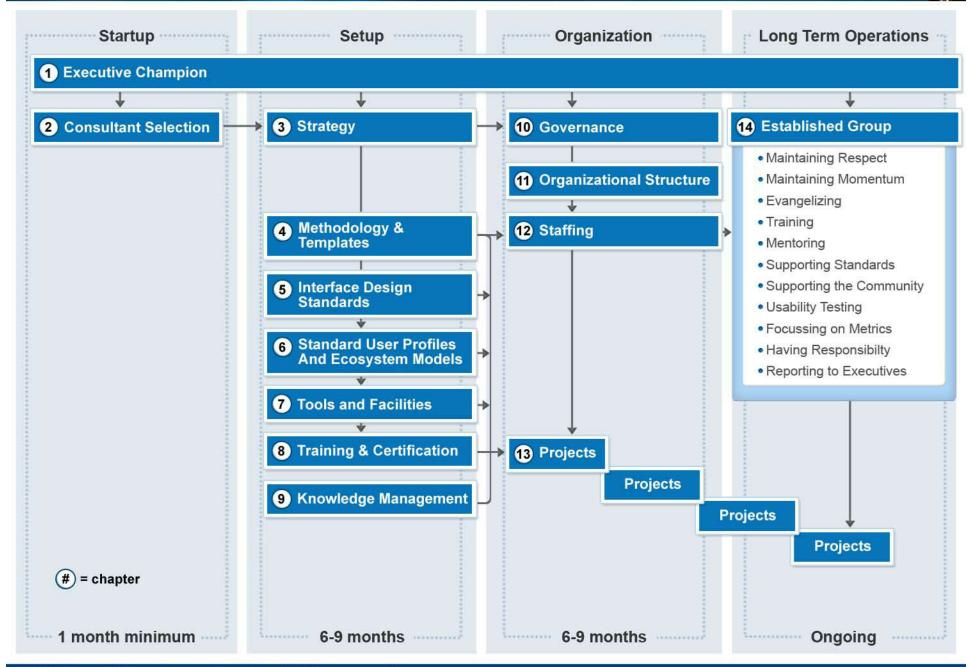
Over 15 Years of Institutionalization Work



Institutionalization of a User Experience Practice

Eric Schaffer PhD CUA CXA CPE







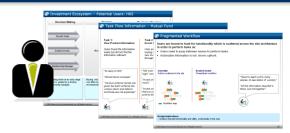
The Process...



Expert Review



Competitive Review



User Research

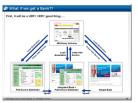
Digital Strategy











Unsecure Site









Secure Site







Standards







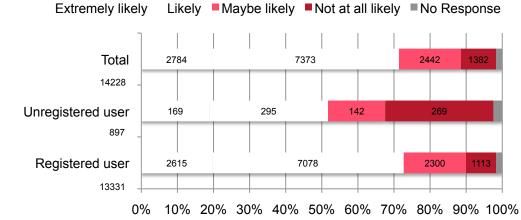
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Advocacy

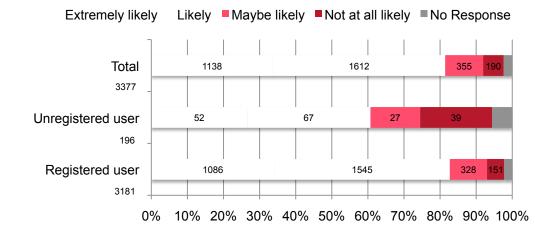
Likelihood of recommending the site to a friend or colleague





72% are Likely or Extremely Likely to recommend to a friend or colleague

Mutual Fund

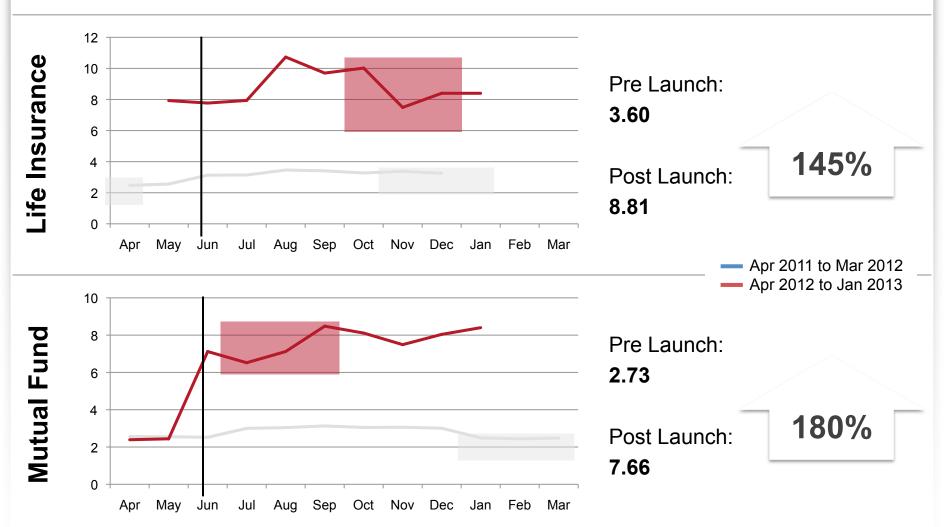


81% are Likely or Extremely Likely to recommend to a friend or colleague

Time Spent / Visit

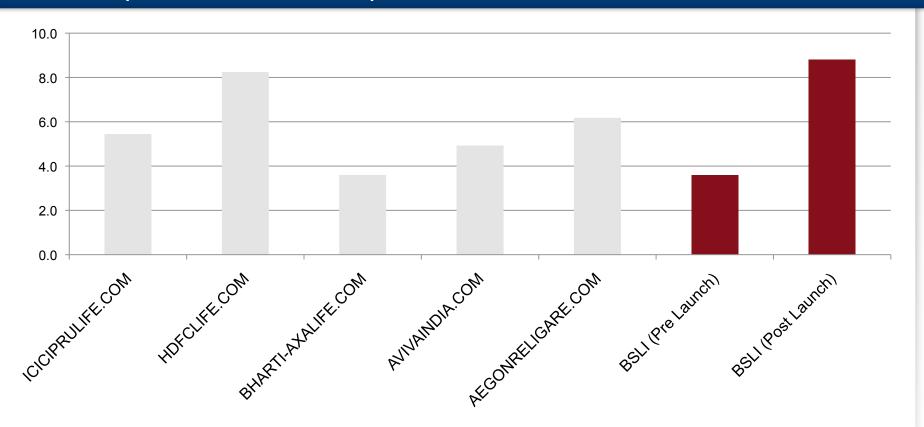
This metric measures the amount of time customers are spending on your site per visit.

A **higher** number indicates that users are spending more time on the site and hence are more engaged





Time Spent / Visit – Comparison with other LI Websites



Post Launch of the new website, BSLI moved from last to the top position

Data Source: comScore – Global leader in measuring the digital world and the preferred source of digital marketing intelligency



Time Spent / Visit - Comparison with other Content Heavy Sites

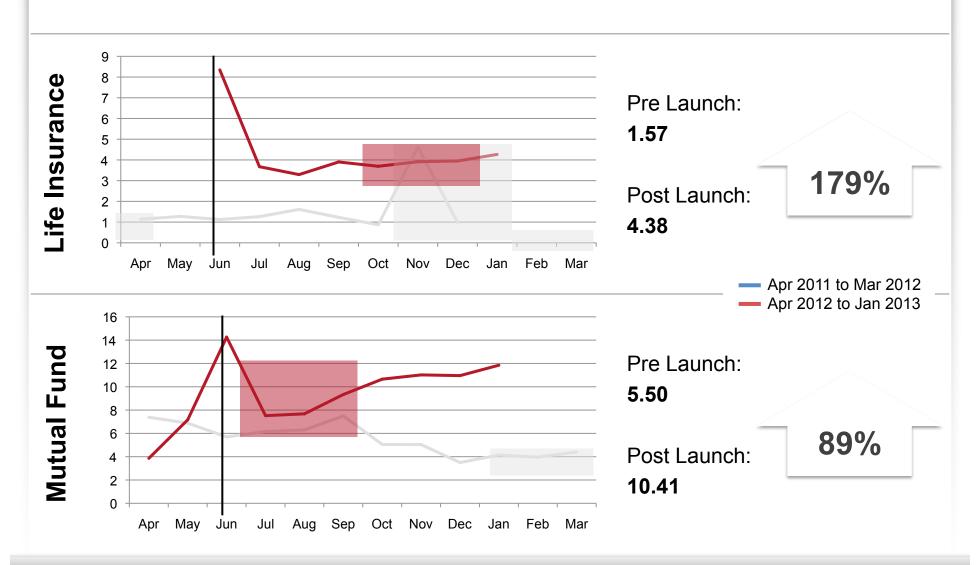


Data Source: comScore – Global leader in measuring the digital world and the preferred source of digital marketing intelligency

Leads / 1000 Unique Visitors

The number of leads generated (Contact Us) for every 1000 unique visitors to the site.

A **higher** number indicates that more users are converting (Contacting Us)



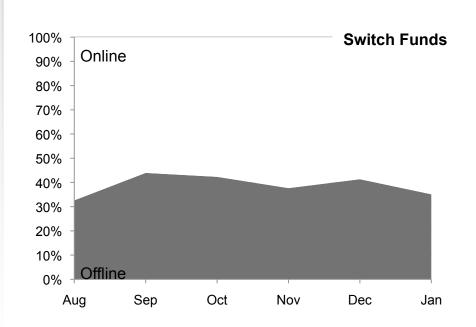
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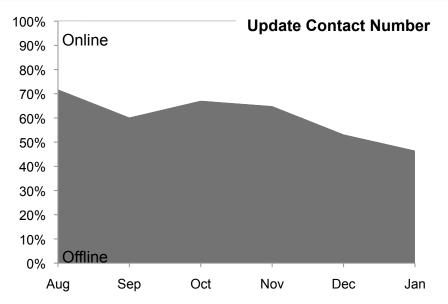
Migrating to Online – Life Insurance

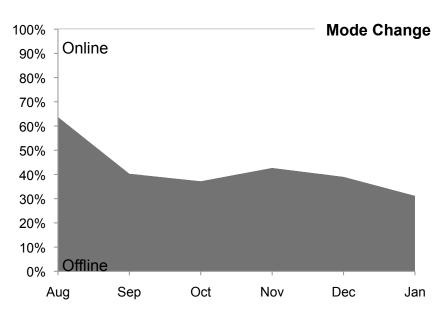
This metric represents the ration of key tasks performed online vs. offline.

The goal is to increase the percentage of user coming to the online channels versus the offline channels

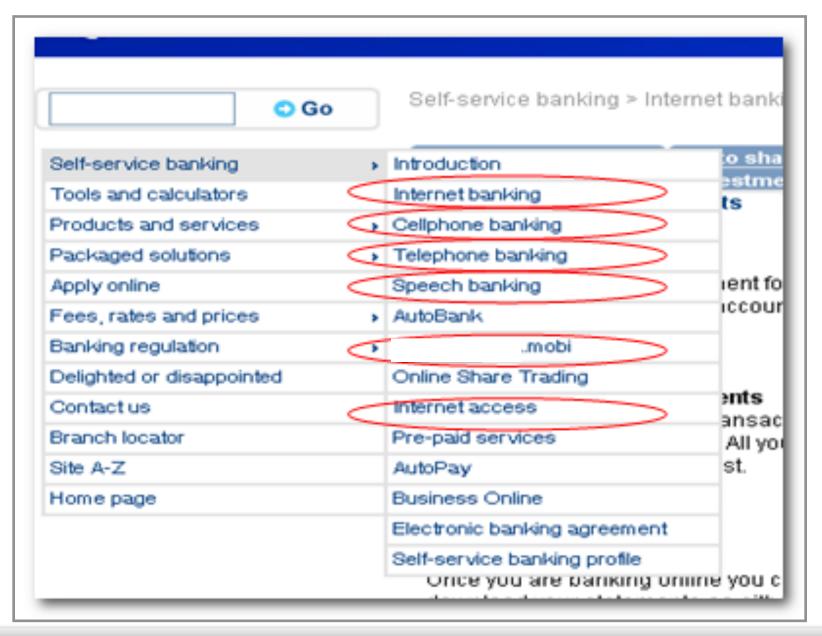
Since launch, LI has seen a steady migration of key transactions from Offline to Online





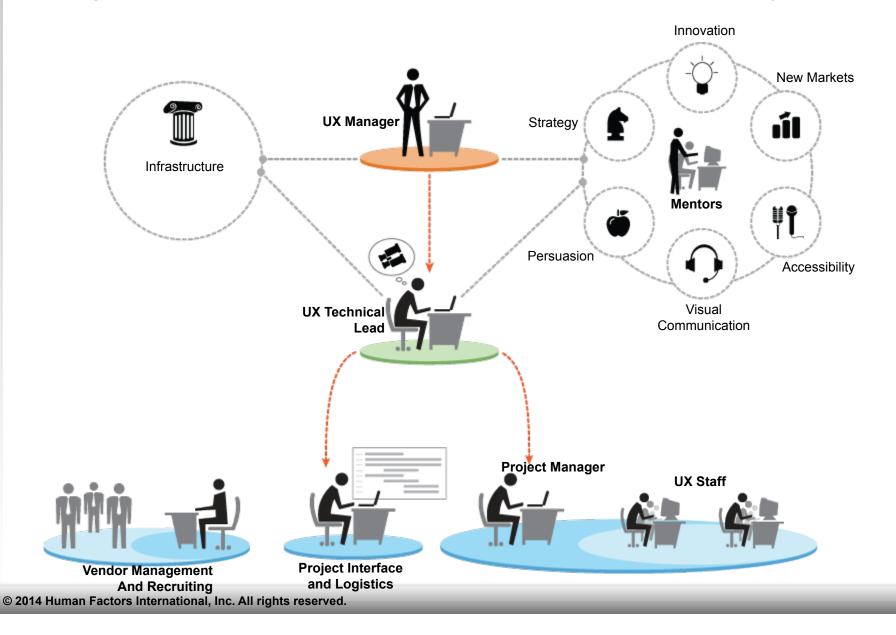


The Result of Multichannel Silos



Central Usability Support

This organizational structure should support corporate wide user centricity.





HFI Training and Certification

www.humanfactors.com

Certified Usability Analyst™ (CUA) Certification Program

User-Centered Analysis and Conceptual Design

- 1. Introduction to UCA
- 2. Creating a Design Strategy
- 3. Profiles and Personas
- 4. Field Studies
- 5. Complementary Data Gathering Methods
- 6. Scenario and Task Analysis
- 7. Primary Noun Architecture
- 8. Information Architecture
- 9. Getting Ready for Detailed Design

Practical Usability Testing

- 1. Introduction
- 2. Designing a Usability Test
- Early Prototype Testing
- 4. Advanced Prototype Testing
- Analysis and Reporting
- 6. Remote Testing
- 7. Comparative Studies
- 8. Live Site Analysis
- 9. Refining your Technique
- 10. Ten-Point Usability Checklist

The Science and Art of Effective Web and Application Design

- 1. Design is Science and Art
- Navigation
- 3. Presentation
- 4. Content
- 5. Interaction
- 6. Website and Application Prototyping
- 7. Accessibility
- 8. Internationalization
- 9. Beyond Design Knowledge

Putting Research into Practice

- Introduction
- 2. Memory
- 3. Cognitive Processes
- 4. Audio / Visual Processing
- 5. Design and Usability Methods
- 6. E-commerce and E-service
- 7. Emotional Design
- 8. Age Effects
- 9. Internet Usage

Certified User Experience Analyst™ (CXA) Certification Program

How to Support Institutionalization of a Mature UX Practice

- 1. Working in a Level V Practice
- 2. Assessment and Certification
- 3. Executive Championship
- 4. Governance
- 5. Culture
- 6. Organizational Structure
- 7. Staffing
- 8. Training and Certification
- 9. Enterprise Software
- 10. Methods, Tools, and Templates
- 11. Standard Projects
- 12. UI Standards
- 13. Knowledge Management
- Facilities

How to Design for Persuasion, Emotion, and Trust (PET design)

- 1. Introduction: The Persuasion Quest
- 2. Designing for Trust
- 3. Emotional Design
- 4. Persuasion Design
- 5. Overview of HFI's PET design process
- 6. PET-Focused Personas and Scenarios
- 7. Initial Assessment Methods
- 8. User Research Methods
- 9. PET design Strategy
- 10. Validation Methods

How to Design for the Big: User-Centric Innovation and Strategy

- 1. Stakeholder Envisioning
- 2. Megatrends and Lifestyles
- Usage and Design Trends
- 4. Business and Product Strategies
- Ethnography
- 6. Assessing the Competition
- 7. Big Insights, Methods and Opportunities
- 8. Executive Intent
- 9. Market and Channel Strategies
- 10. Ideation
- 11. Evaluation
- 12. Concept Validation and Testing

The PET Architect

- The Cost of Persuasion Vacuum and Persuasion Clutter
- 2. The PET Difference
- 3. Your Job as PET Architect
- 4. Fit into Your SDLC
- 5. Listening for the Core PET Meme
- 6. A Solid Foundation for Design
- 7. Deriving a Core PET Meme
- 8. Presentation and Evaluation
- 9. Unfolding Through Time
- 10. Creating a Core Persuasion Flow
- 11. Adding Resonant Triggers
- 12. Customer Retention
- 13. Strategy
- 14. Innovation
- 15. Site or Application Design

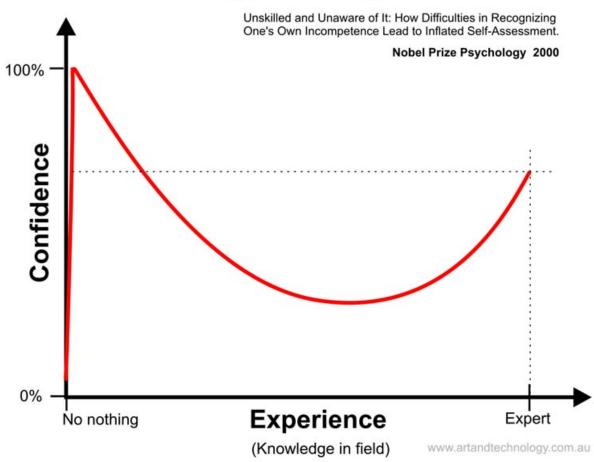
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Counteracting the Dunning-Kruger Effect

Educate Educate Educate

Dunning-Kruger Effect





Knowledge Level Training

Online or Train the Trainer

Essentials of Usability

An Overview of Usability Imperatives and Methods

Self-Paced Course on User-Centered Design (UCD)

3 reasons why your company should have this course

1. Create a companywide appreciation and understanding of **User-Centered Design**

What it is

The Essentials of Usability course is a self-paced overview of the fundamentals of User-Centered Design. It is an excellent way for a company to bring the basic knowledge of usability to a wide audience within the organization at minimal cost. This course will allow you to give everyone in your organization a heightened awareness of usability.

Who it's for

This Usability 101 course is for people who work with and support the User Experience (UX) team, including designers, developers, marketers, strategy and innovation people. It will give them a better understanding of their UX